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Original Nintendo Seal of Quality™

WARNING: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.

4

50Hz 60Hz Modes Supported

THIS GAME SUPPORTS 50 Hz (576i) AND 60 Hz (480i) MODE.

EDTV/HDTV Compatible

nintendo Wi-Fi connection

NINTENDO Wi-Fi CONNECTION
THIS GAME IS DESIGNED TO USE NINTENDO Wi-Fi CONNECTION.

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

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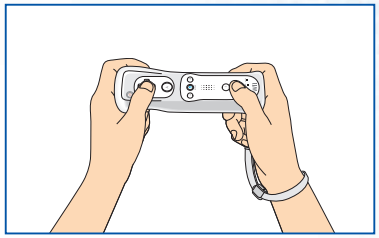
Thank you for purchasing PES 2013 from KONAMI. Please read this instruction booklet thoroughly before playing the game. Also, please keep it in a safe place so you can refer to it easily later. Screenshots shown within this instruction booklet are from the English version of the game.
NOTE: KONAMI does not re-issue instruction booklets.

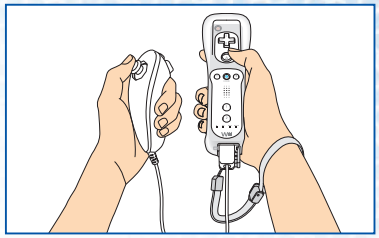
KONAMI is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.

PES 2013 European Brand Management: Hans-Joachim Amann & Jon Murphy

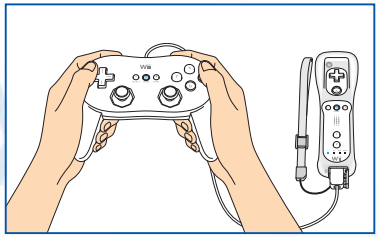
Wii Remote Configurations
The Wii Remote can be used by itself, or in different configurations when connected up to other Wii accessories. These configurations can be used right or left handed.



Wii Remote – Horizontal Position



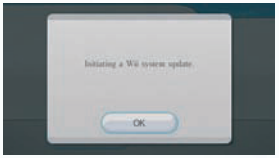
Wii Remote and Nunchuk™



Wii Remote and Classic Controller or Classic Controller Pro (sold separately)

Konami Digital Entertainment

Wii Menu Update



Please note that when first loading the disc into the Wii console, the console will check if you have the latest version of the **Wii Menu,** and if necessary a **Wii System Update Confirmation Screen** will appear. Select OK to proceed with the update. Updates can take several minutes and may add Channels to the **Wii Menu.** Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the disc.
NOTE: If, after performing an update, the Disc Channel still does not display the title of the inserted disc, a second update is required. Please repeat the above procedure.
Channels added by a **Wii Menu** update will be saved to the Wii System Memory if there is enough free space. These additional Channels can be deleted from the **Data Management Screen** in Wii Options, and can subsequently be re-downloaded from the Wii Shop Channel at no extra cost.
When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu.**

Getting Started

WARNING-HEALTH AND SAFETY
BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
www.nintendo.com/healthsafety/
Press Ⓐ to continue.

Insert the PES 2013 disc into the disc slot. The Wii™ console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed if either the disc is inserted before turning the Wii console's power on, or if the Wii console's power is turned on without the disc inserted.

Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.

The **Channel Preview Screen** will be displayed. Point at START and press the A Button.

The **Wii Remote™ Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button. The opening movie will then begin to play.

Further information regarding health and safety as well as the setup and operation of accessories compatible with this software can be found in the relevant sections of the Operations Manuals as detailed below.

Using the Wii Remote Wrist Strap	Wii Operations Manual – System Setup (Using the Wii Remote/Using the Nunchuk™)
60Hz (480i) Mode, EDTV/HDTV (480p) Mode	Wii Operations Manual – Channels & Settings (Wii Settings and Data Management)
Classic Controller / Classic Controller Pro	Classic Controller / Classic Controller Pro Operations Manual
Synchronising your Wii Remote with the Wii console	Wii Operations Manual – System Setup (Synchronising your Wii Remote with the Wii console)

Title Screen

Press the A Button at the Title Screen and the game will check the connection of the Wii Remote and Nunchuk. Once the check is completed, press the A Button to proceed to the User Selection Screen.
NOTE: You can switch the Title Screen by pressing the 1 Button.

User Selection Screen

You can create new User Data or select an existing one. When you play the game for the first time, select "Create new user". If you have already created one, select it and choose "Start" to proceed to the Top Menu. (See "Top Menu" on p. 06.)
Up to two users can be created and saved.
Make sure you have at least 110 blocks of Wii memory free before you start your game!
NOTE: You cannot copy your save data to an SD memory card.

Creating a New User

First, please select a Mii™ to use for your profie. The name of the selected Mii will be automatically displayed. You can input other names than the Mii name in order to further personalise your profile.
Then, select a nationality and the team. Next, choose whether you will attend Training Camps where you can learn the game's control systems. If you decide to skip or once you have finished one Camp, you will be led to a screen where you will find the description of "My Team" then to the "My Team" Menu. To return to "Top Menu", click the top right of this screen.
NOTE: If you erase the Mii which you selected for your profile in the Mii channel, the Mii will not be shown any more, but the name will not be changed.
Please be sure not to use any sensitive personal information or offensive words in your User name. (See Nintendo WFC Match on the p. 48.)

NOTE: The Training Camp is for Playmaker style only. If you wish to play the game with the Wii Remote or Classic Controller, Training Camp will not be held.

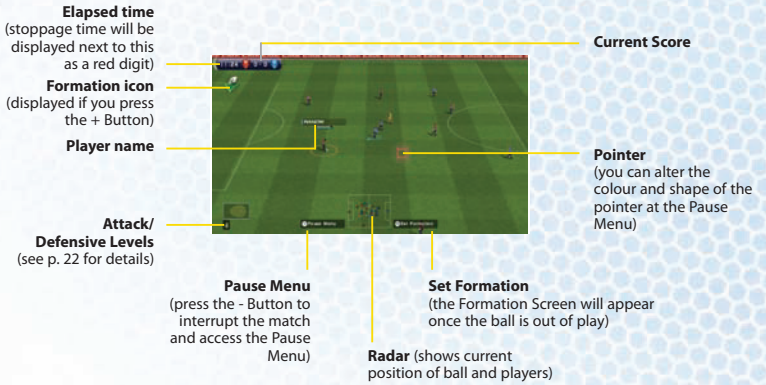
Save Data (Auto-Save)
The game will be automatically saved. When saving is in progress, a Save Icon will be displayed. Be sure not to touch the POWER or RESET Button.

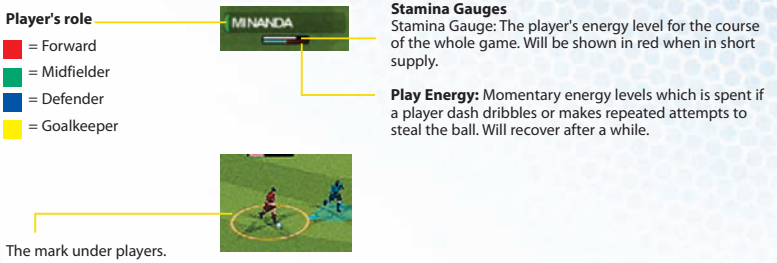
Top Menu Screen
Select an icon from the Top Menu. Select an icon from the top right and you will proceed to user information, My Team, and My Track. If you choose the Change Menu Button, you can change the Top Menu being displayed.

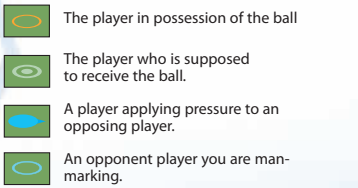
Top Menu
Match (p.42): Use this mode to play individual matches against the computer or a human opponent. Keen to play your first game of PES? This is the quickest way to get onto the pitch!
UEFA Champions League (p.42): Let's experience the UEFA Champions League! You can enjoy either starting within the Group Stage as in real life or play a Free Match.
Copa Santander Libertadores(p.43): Lock horns with the finest teams in Latin American Club Football. You can either play the full competition in its perfectly reproduced glory or quick Single Matches if you prefer.
Playmaker Style VS Traditional Style (p.43): Go head to head against another user both using different playing styles.
Nintendo WFC (p.47): Play against other people who have the European version of PES 2013 using the Nintendo Wi-Fi Connection.
Master League: In this, the most absorbing and demanding of PES 2013's single-player modes, you must choose a team and then lead it to success in league and cup competitions over an unlimited number of seasons. As well as generating revenue through success on the field and keeping your squad at peak fitness, you'll need to make astute forays into the transfer market and carefully nurture up-and-coming talent to transform your club into a dominant force in world soccer.
League/Cup: Test yourself in a gruelling League season or Challenge your friends in Multi-player Cup matches!
Champions Road (p.44): This is the most challenging game mode where you participate in local leagues. You start with a weak team and strengthen them through experience and by obtaining better players.
Training (p.46): Here you can practice the controls and perfect your skills. You can also watch a tutorial movie which explains football tactics and superior techniques.
Edit (p.47): This option enables you to customise many things like teams and players as well as stadium and cup names featured in PES 2013 for Wii. Activate the Help menu (look for the prompt at the bottom of the screen) to view more detailed instructions on how to use this mode's various options and features.
Credits: The team behind PES 2013.
Replay Gallery: Visit the Replay Playback to watch saved replays. After you select replay data, you can either play or delete it.
Download: Use Nintendo Wi-Fi Connection to get updates on player transfers and parameters. Be aware that any edited data will be overwritten.
System Settings: Change the language and sound settings.
Return to Title Screen: Go back to the Title Screen.
User Profile: If you press the A Button pointing at the Mii icon on the title screen, the User Profile will be displayed, there you can view/alter the information registered, which had initially been created as User Data. There you can also check your play record and Nintendo Wi-Fi Connection statistics.
My Team (p.41): Create a team using Mii Characters from your Wii as original players.
My Tracks: Create Playlists for each of the modes or for the highlight reels. You can also create a "Favourites folder" which can be linked and shared across multiple modes.

You will see various important information on the game's different screens.

Match Screen
If you point at a player, you can view their name, role and stamina. You can switch each display on or off at "Screen Settings" in the Pause Menu.
If you press the + Button during a match, the Formation Settings Screen will be displayed. Press the - Button during a match to view the Pause Menu. (See p. 08 for the Pause Menu and p. 10 for the Formation Settings Screen.)


Elapsed time
(stoppage time will be displayed next to this as a red digit)
Current Score
Formation icon
(displayed if you press the + Button)
Player name
Pointer
(you can alter the colour and shape of the pointer at the Pause Menu)
Attack/
Defensive Levels
(see p. 22 for details)
Pause Menu
(press the - Button to interrupt the match and access the Pause Menu)
Set Formation
(the Formation Screen will appear once the ball is out of play)
Radar (shows current position of ball and players)


Player's role
= Forward
= Midfielder
= Defender
= Goalkeeper
MINANDA
Stamina Gauges
Stamina Gauge: The player's energy level for the course of the whole game. Will be shown in red when in short supply.
Play Energy: Momentary energy levels which is spent if a player dash dribbles or makes repeated attempts to steal the ball. Will recover after a while.
The mark under players.


The player in possession of the ball
The player who is supposed to receive the ball.
A player applying pressure to an opposing player.
An opponent player you are man-marking.
While defending, this player can be controlled with the Control Stick.
It will be red when the player is about to take the ball.
It will be orange if you are aiming to intercept the pass to the player.
A player who has arrived at the designated spot.

Pause Menu Screen

If you press the - Button during a match, the Pause Menu will be displayed. Here you can watch replays and change various settings. To return to the match, press either the - Button or B Button.

- **Replay:** View the previous play.
- **Mission Achievement Status:** You can check your mission status during Champions Road here!
- **Player Settings:** You can alter the shape of the pointer, switch the Wii Remote Rumble function on/off and change the pass type.
- **Sound Settings:** You can change the settings of the commentary and sound effects.
- **Screen Settings:** Switch on screen displays on/off.
- **To Team Selection:** Go back to the Team Selection Screen.
- **To Top Menu:** Quit the match and return to the Top Menu.

NOTE: You cannot use the Pause Menu during a Nintendo WFC Match.

Half-Time & Match Statistics Screens

View the match statistics after the 1st and 2nd half.

NOTE: The displayed menu depends on the game mode played.

- **Begin Second Half / Go to Extra Time:** Displayed after the 1st and 2nd half or after extra time. Start the 2nd half, Extra Time or Penalty Shootout.
- **Go to Penalties:** Proceed to penalty shoot outs.
- **Formation Settings:** Displayed after the 1st and 2nd half. Go back to the Formation settings screen. (See Formation settings screen on the page 10.)
- **Player Statistics:** You can check number of scored goals and assists, play time and the cards you received.
- **Substitutions:** You can check the records about the players substituted and the time of the substitution.
- **Highlights:** You can play back highlights of the match.
- **Play again with the same teams/Invitation to a rematch (Nintendo WFC only):** Displayed at the end of a match. You can play another match with the same settings.
- **To Team Select:** Displayed at the end of a match. Go back to Team Select.
- **To Top Menu:** Go back to the Top Menu.

In Nintendo Wi-Fi Connection mode, the following icons will be displayed.

Quit : Quit the match. **Rematch** : You can ask your opponent for another match.

Rival request : You can apply for the Rival registration.

Start a Match

This chapter explains how to start a match, giving you an example of the Free Match Mode. Please note that some modes don't have Kit Selection and/or Stadium Selection. (See Free Match on the p. 42.)

Player Settings

First select the control style you would like to use from the following 3:
Playmaker Style: Control with Wii Remote and Nunchuk.
Traditional Style: Control with Wii Remote (side-wise) or Classic Controller.
Co-op. Style: Multiple players can play with different control styles.
With Co-op. Style, players using Playmaker Style and Traditional Style can play together. If Co-op. Style is selected, matches in which players with Traditional Style participate require players with Playmaker Style.

NOTE:

- If you play with more than 1 player, controllers for all should be connected at this screen.
- If you play with Classic Controller within Traditional Style, controller should be connected at this screen.
- You cannot play Co-op. Style with 2 players both using Playmaker Style.
- The only way in which users of different styles can play against each other is if one is using "Playmaker Style" and the other "Traditional Style. (p.43)
- You cannot change your control style during a match. When using the Classic Controller in Traditional Style, no other controller will be usable once the match starts. If there is a pointer on the screen, please use the L Stick to control it.

Please then select a team for HOME and AWAY. Using Playmaker Style, only one player can participate in a match. With Traditional Style and Co-op. Style, up to 4 players can participate in a match. Teams in which no player participate are controlled by the CPU.
Finally please adjust the settings for Pass Type and Rumble (ON/OFF).
Once you're ready, proceed to the next screen for Team Selection.
This game can be played by up to 4 players. A Wii Remote is required for each single player in order to play the game.

Details of Player Settings

- **Pass Type:** Choose between Auto, which will automatically choose a pass trajectory; Semi-Auto, which lets you press the Button twice to use a special type of trajectory; and Manual, which will change the trajectory depending on the number of times the Button is pressed.
- **Rumble:** Turn Rumble On or Off. When turned On, the Wii Remote will rumble when switching between offence and defence.
- **Change Pointer:** Change the shape of the pointer.
- **Button Config :** Change the pass and dribble buttons.
- **Cursor Change:** Set whether to use an assist when changing players or whether to choose all players yourself.
- **Controls:** Select from two control types: Standard and Alternative.

NOTE: Options which can be set vary by control type.

Match Settings

You can change various settings for the match. Point at < or > to switch items of the Match Settings and press the A Button to confirm. If you select Detailed Settings, you will have access to more complex gameplay settings.

Formation Settings

Before starting a match, set the formation, team line-up, set-piece takers and more.

Konami Digital Entertainment

Formation Screen
Here you'll see the formation of your team and your opponent's. Point at a player to see their individual information. If you press the A Button while pointing at one of your players you will find out more information like their abilities and skills. You can also compare and substitute players in your team.
To change a player's position, simply grab them (hold the A Button), and reposition them on the pitch. Please note that the ideal position for the player is highlighted in yellow. If you choose a position outside their highlighted area, they will not play to their full potential.
If you select "Change Team Line-Up", you can substitute any of the starting members. Grab a starting player and drag them onto one of the substitutes to swap them.
If you select Settings, various menus about your team will open. On these menus, you can change settings for Formation, Set-piece taker and Captain. You can also change Cursor Settings and Strategy Settings for Traditional Style and Co-op. Style.
There are a maximum and minimum number of the players to be assigned for each position. If a change in the player's position is not accepted, the player will be taken back to the original position.
Set whether or not to automatically press an opposition player when they have the ball. This can only be set when using the Playmaker or Co-op. styles.

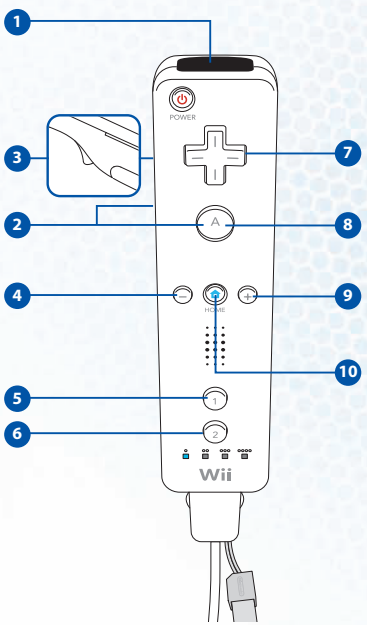
Save Team Settings
You can save your Team Settings in the Wii system memory. Please select Save Team Settings on the Team Settings screen, and select the system memory on which you would like to save. One Wii system memory can accommodate 10 Team Settings. You can select the saved Team Settings by Load Team Settings.

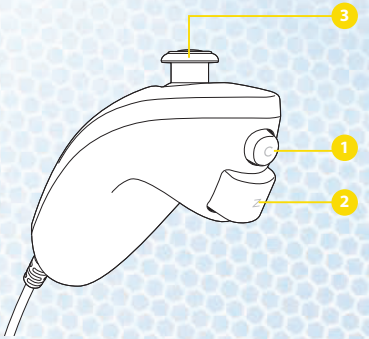
Play a match with the original formation!
You can change formation settings before a match and also during a match. Press the + Button during a match and the formation settings screen will show up once the ball is out of play. Now you can check the player information just by pointing at them. Also, you can grab the player you are pointing at by pressing the A Button. If you move the Wii Remote while grabbing the player, you can change their position.

Check player information by pointing at them.

You can move players freely just by grabbing them.

PES 2013 supports the Wii Remote (side-wise), Nunchuk style (combination of the Wii Remote & Nunchuk) and the Classic Controller.





1. **C Button**
2. **Z Button**
3. **Control Stick**

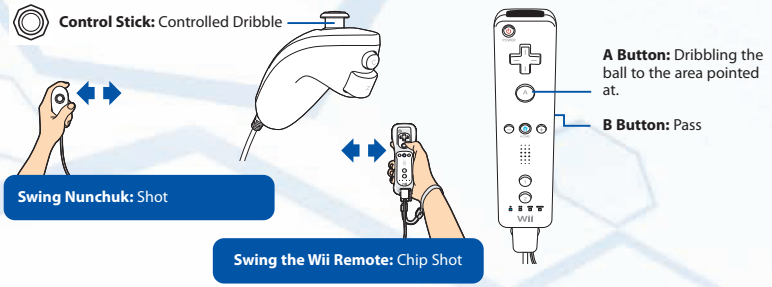
1. **Pointer:** Select an item or point at a player.
2. **A Button:** Grab a player you are pointing at (see Adjustment of Player Position on the page 10)
3. **B Button:** Cancel, Skip Entry Scene and Replays
4. **- Button:** Cancel Training
5. **1 Button**
6. **2 Button**
7. **+Control Pad:** Select an item
8. **A Button:** Confirm
9. **+ Button:** Skip Training, Enter Formation Screen
10. **HOME Button:** Display HOME Button Menu. See the Wii Operations manual for more details.

Point
The action of pointing at a certain area on the screen with the Wii Remote is called "point".

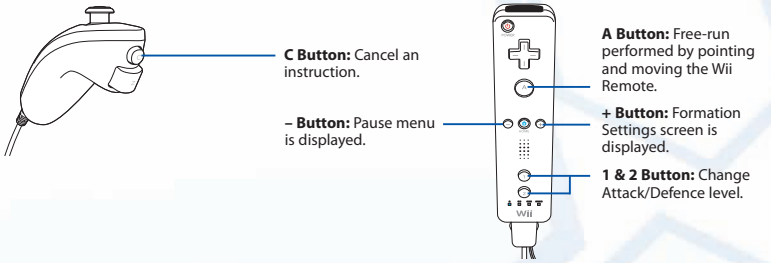
Must-master basic controls

You need to point at players and areas in order to give instructions to players.
Attack/defence is automatically switched depending on ball possession.

Attack (while in control of the ball)

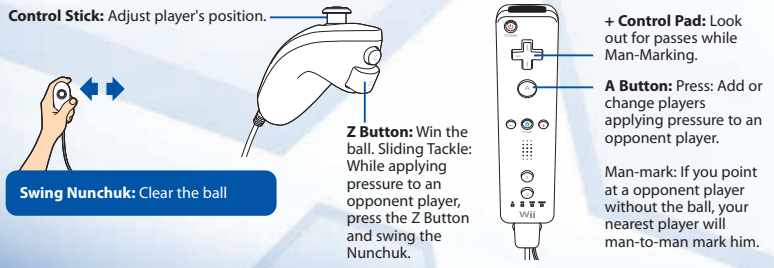

Control Stick: Controlled Dribble
Swing Nunchuk: Shot
Swing the Wii Remote: Chip Shot
A Button: Dribbling the ball to the area pointed at.
B Button: Pass

Controls common between attack and defence


C Button: Cancel an instruction.
– Button: Pause menu is displayed.
A Button: Free-run performed by pointing and moving the Wii Remote.
+ Button: Formation Settings screen is displayed.
1 & 2 Button: Change Attack/Defence level.

See page 08 for the Pause Menu, and page 10 for the Formation settings screen.

Defence (when opponent has the ball)


Control Stick: Adjust player's position.
Swing Nunchuk: Clear the ball
Z Button: Win the ball. Sliding Tackle: While applying pressure to an opponent player, press the Z Button and swing the Nunchuk.
+ Control Pad: Look out for passes while Man-Marking.
A Button: Press: Add or change players applying pressure to an opponent player.
Man-mark: If you point at a opponent player without the ball, your nearest player will man-to-man mark him.

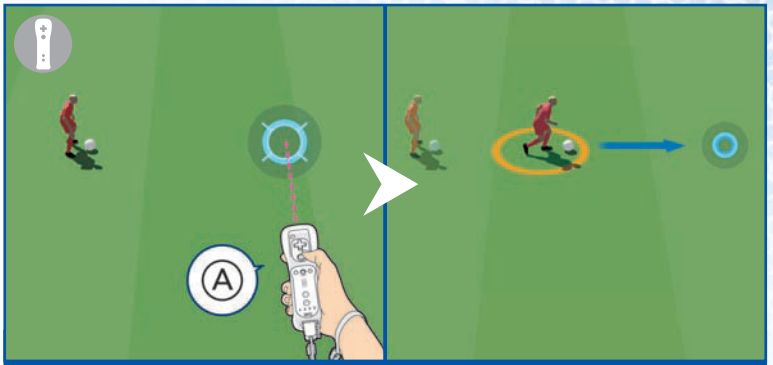
Basic Attacking Knowledge & Controls

Players change their positions and run into space automatically. You can give manual dribbling and passing instructions to each player.

If you pass the ball into a free space, a player on your team will automatically run to receive it.

When you shoot your player will always aim for the goal.

Dribble



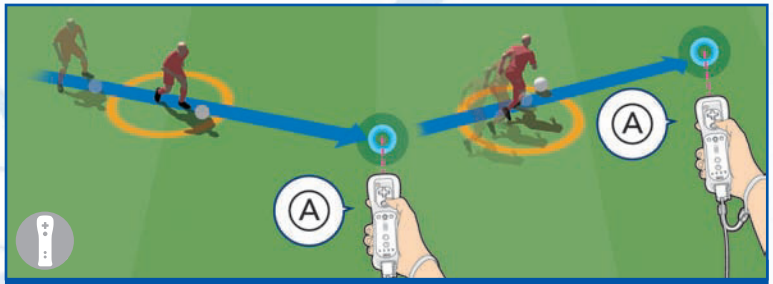
Point where you want your player to go and press the A Button.

Your player starts dribbling to where you are pointing.

- If you are being man-marked while dribbling, your speed will slow and the opposing player will attempt to win the ball. Your player will automatically try to avoid this. In this case, a green mark will be displayed above the head of the player.

Pull Dribble

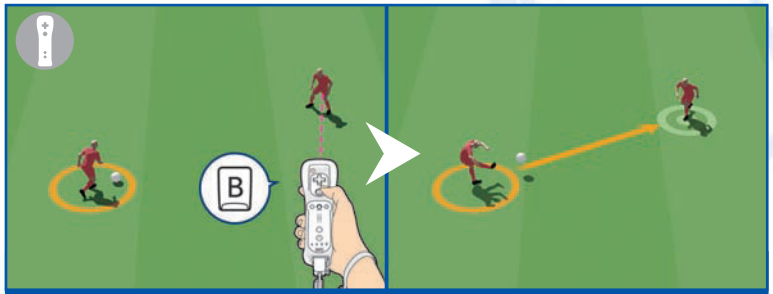
Point to where you want to dribble and then keep the A Button pressed down.



The player dribbles towards the pointer. Press the Z Button while a player is dribbling for a Slow Dribble. While Slow Dribbling, players will automatically pull fakes and dummies when an opposition player comes close.

The player dash dribbles if the arrow is made longer while holding the A Button. If the arrow is made longer, it will turn red.

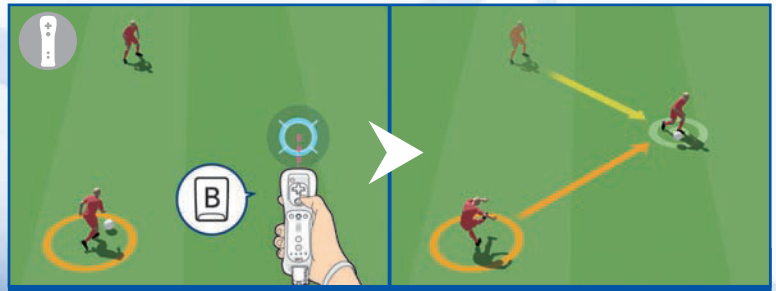
Pass



Point at the player you want to pass to, then press the B Button.

The height of the pass depends on the distance between the players.

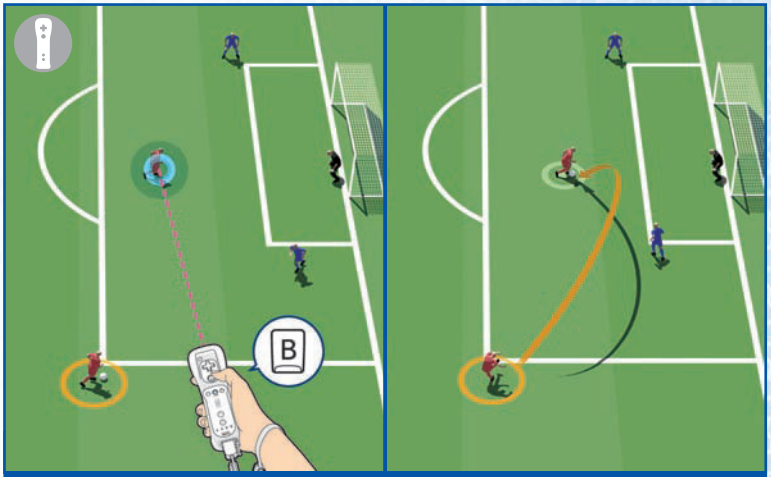
Space Pass



Point to free space where you want to pass, then press the B Button.

One of your team will automatically run into the space to receive the ball.

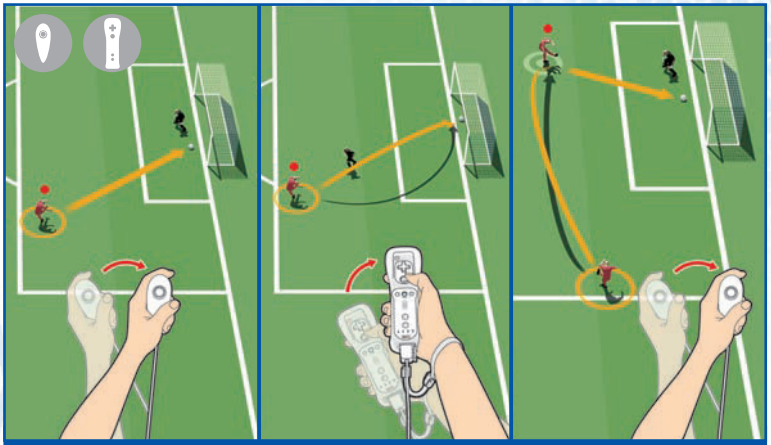
Cross



Point at a free player or a place in front of your opponent's goal, then press the B Button to cross.

You will cross the ball to the player in front of goal.

Shot



Shot: Shoot the ball by swinging the Nunchuk when close to your oppenent's goal.

Chip Shot: Take a Chip Shot by swinging the Wii Remote.

Direct Shot: Take a direct shot with a crossed ball by swinging the Nunchuk as the ball approaches.

• You can perform an 'aimed shot' by pressing the B Button while pointing where you want to shoot. You can also make the chip shot by pressing the B Button twice.

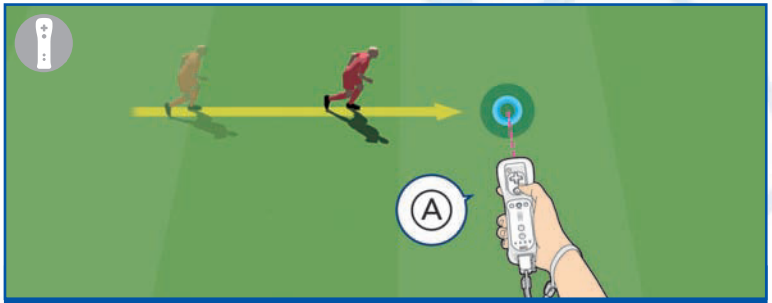
Konami Digital Entertainment

Free-Run (also works while defending)

Point at an off-the-ball player on your team and grab him by pressing and holding the A Button.

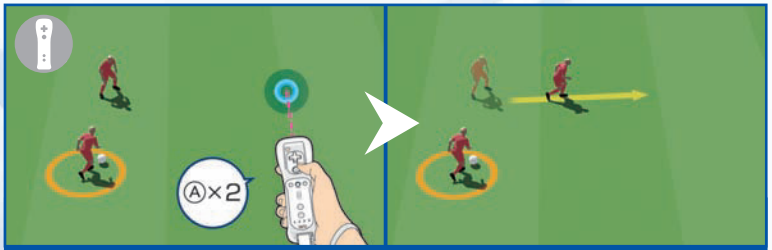
You can drag the player by moving the pointer to the destination. When you release the A Button, the player starts running into the place.

Pull Free-Run (also works while defending)



Point at a player on your team and grab the player by pressing and holding the A Button. While keeping the A Button pressed, you can move the pointer and the player will keep running after the pointer.

Free-Run in Any Direction (also works while defending)



Point at a space and press the A Button twice.

The player nearest the space will run there.

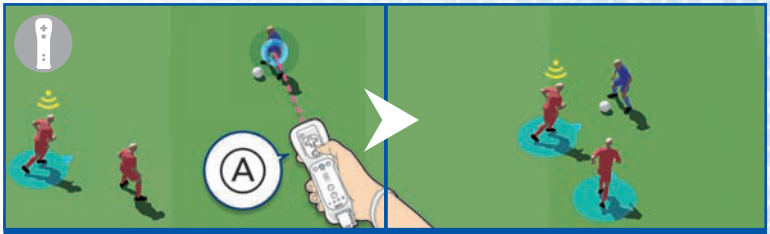
Basic Defence Knowledge & Controls

Defence is important not only for preventing your opponent's attack, but also to build counter-attacks.

Players automatically approach the opponent with the ball, and try to win it.

When an opposing player gets the ball, a blue mark appears under your nearest player, who moves towards the opponent. You can adjust your player's position at this time using the Control Stick. If you push the Z Button, the mark under the player turns red, and he moves even closer to the ball. If your player gets within a certain distance of the opponent while you are holding down the Z Button, he will execute a tackle. When you do not use the Control Stick and/or press the Z Button, he will sometimes try to take back the ball without your instruction.

Pressure

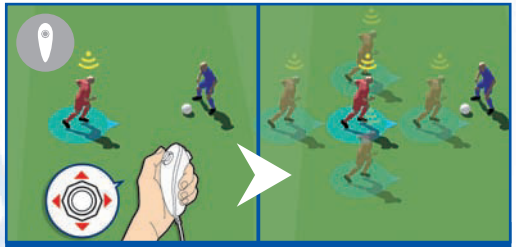


If you point at an opposing player with the ball and press the A Button, your nearest player applies pressure to him.

If you press the A Button again, an additional player will apply pressure to him.

- In Press Settings, found in the Formation Settings menu, you can choose whether players will press automatically or only when you tell them to.

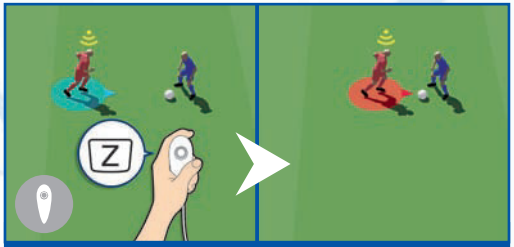
Press Positioning



If you press the Control Stick while one of your players is applying pressure to an opposing player...

... you can adjust the position of the player who is applying the pressure.

Take the ball

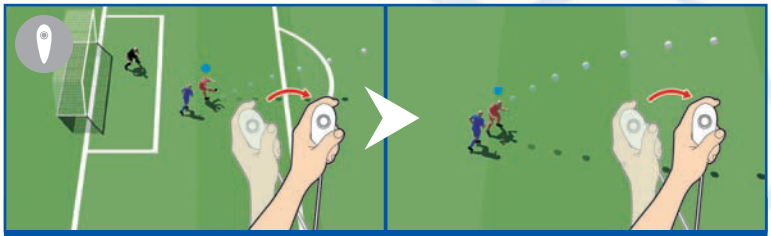


If you keep the Z Button pressed down while one of your players is applying pressure to an opposing player...

... the player applying pressure will approach the ball and try to win it!

- The player giving pressure will automatically try to take the ball once the player judges he can make it.

Clearance

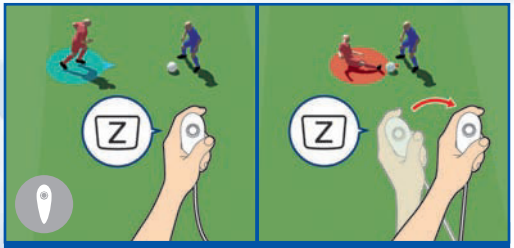


If you are in a dangerous situation, clear the ball by swinging the Nunchuk.

When the ball is in the air, swing the Nunchuk to challenge for it.

Sliding Tackle

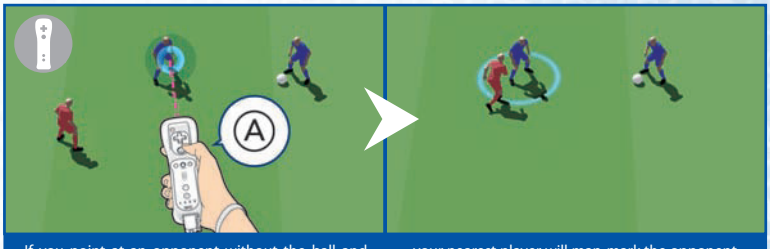
Swing Nunchuk with Z Button pressed when a player of your team is giving pressure to your opponent's team. You can perform sliding tackle by swinging Nunchuk with Z Button pressed even during Pull Free-Run.



When one of you players approaches an opponent with the ball, press and hold the Z Button and...

... swing the Nunchuk to perform a sliding tackle.

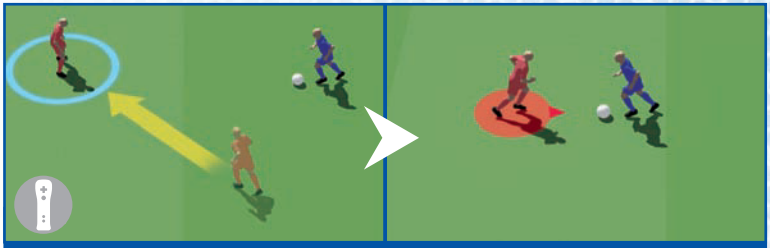
Man-Marking



If you point at an opponent without the ball and press the A Button, ...

... your nearest player will man-mark the opponent.

Cover Defence (the range of cover defence depends on a player's abilities)

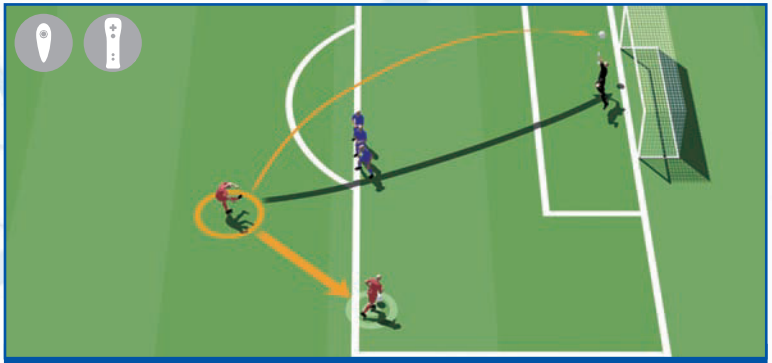


After completing a free-run, a blue circle is displayed under your player.

When opponents approach the blue circle, your player will defend and apply pressure to them.

Basic Set-Piece Knowledge & Controls

Free Kick (Attacking & Defending)



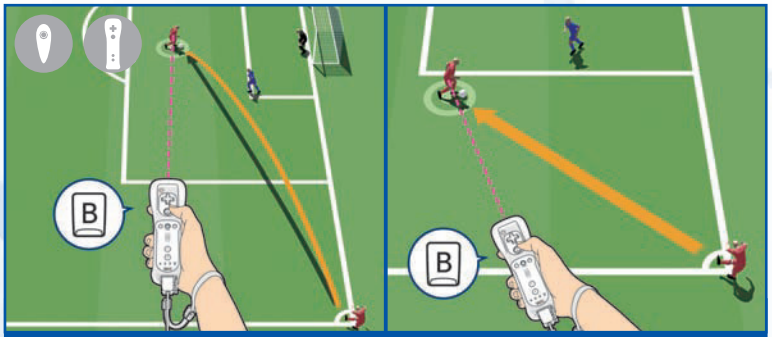
Swing the Nunchuk, to take a shot. You can aim at a specific point by swinging the Nunchuk with the Control Stick pressed UP or DOWN.
You can aim you shot more accurately by pointing at an area of the goal and pressing the B Button.

You can pass the ball by pointing at a player or area of space and pressing the B Button.

If you are defending, players in the wall jump automatically. To make them stand their ground, Press the Z Button. If you press the Control Stick UP or DOWN, the Goalkeeper will react.

- Select the shown on the screen to change your kicker.
- In Nintendo WFC matches, you can only change kickers once during a single free kick.

Corner Kick



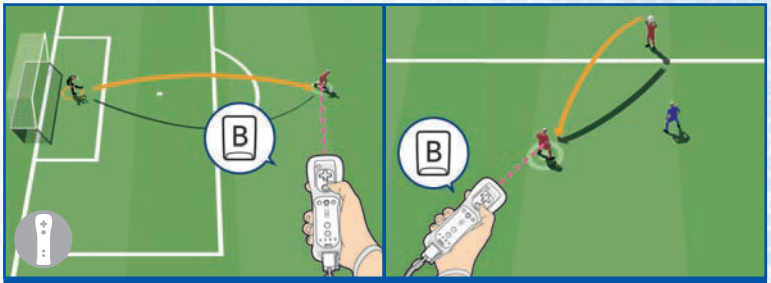
Point at a player or an area of space and kick the ball by pressing the B Button.

Point at a player near the corner and press the B Button to take a corner.

- Pressing the Z Button while entering the controls for a Free Run just before a Corner Kick is taken. This way you can get a player to make a Free Run as soon as play resumes.
- Move the Control Stick before the player kicks the ball to adjust the Camera Angle.

Goal Kick & Throw-In

Point at a player or area of space, and press B Button.



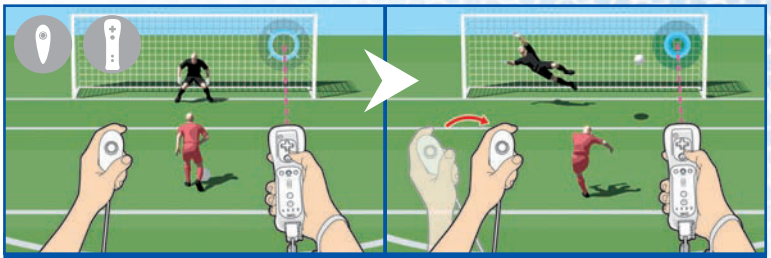
Goal Kick: Perform a normal goal kick by pressing the B Button. You can perform a long kick to a forward player by swinging the Nunchuk.

Point at a player or space, then press the B Button.

- Move the pointer as a Goal Kick is about to be taken to move players in the desired direction.

Penalty Kick

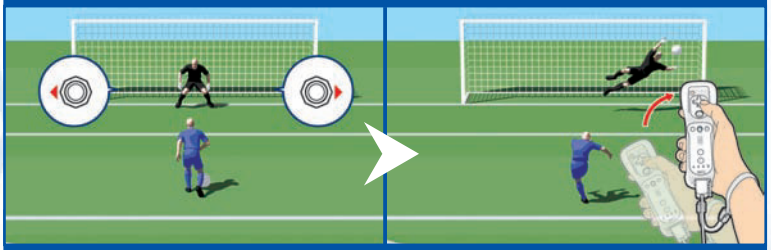
(Kicker) Aim at the goal with the Wii Remote and swing the Nunchuk to shoot. (Keeper) Press left or right on the +Control Pad to decide which way to dive, and then swing the Wii Remote.



Shooting: Aim your shot with the Wii Remote and...

Shoot by swinging the Nunchuk.

Note: The pointer does not appear while holding down the A Button. You can perform a chipped shot by swinging the Nunchuk with the Z Button pressed. Also, you can aim a specific point with a grounder shot by swinging the Nunchuk with the C Button pressed.



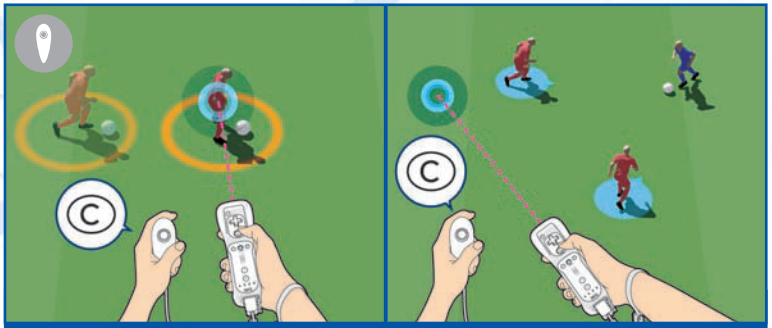
Saving: You can adjust the goalie's position by pressing left or right on the Control Stick before the penalty taker shoots.

Choose which direction to dive by pressing left or right on the +Control Pad. Swing the Wii Remote when the kicker takes the shot. You can save chipped shots by not swinging the Wii Remote.

Konami Digital Entertainment

Basic Common Controls
Controls common to attack and defence. Cancel given instructions, switch attack/defence levels and position balance.

Cancel Instructions



To cancel dribble and pressure instructions, point at the player and press the C Button.

Instructions given to two or more players can be cancelled by pressing and holding the C Button.

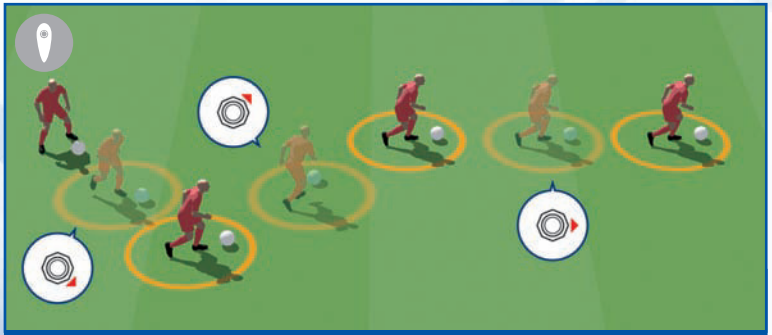
Attack / Defence Levels

Attack / Defensive Levels: Press the 1 Button to make your team more attack minded and press the 2 Button to make them more defensive.

Advanced Attacking Knowledge & Controls

Attacking Tecniques
Controls such as slow & fast dribbling and combination play with multiple players.

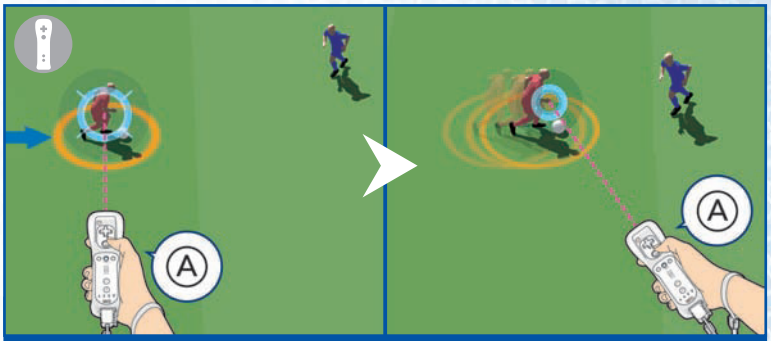
Control Dribble



You can also use the Control Stick for dribbling, but you cannot dash dribble while using this technique.

• Press the Z Button while Control Dribbling to get the player to dash dribble.

Slow Dribble
Point at a player dribbling and press the A Button.



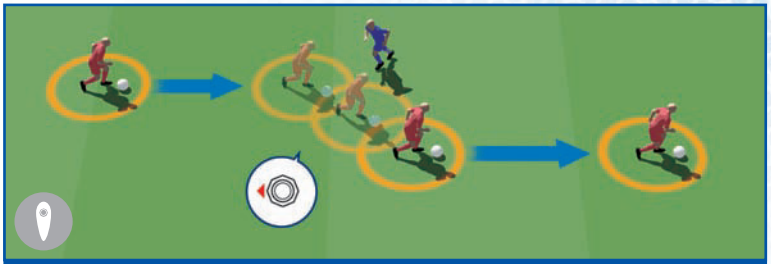
If you point at one of your team who is dribbling and press the A Button ...

... the player will start dribbling slowly.

While performing the slow dribble, you won't lose possession so easily. While one player is slow dribbling, make another player perform a free-run.

If an opposing player tries to take the ball while you are slow-dribbling, your player will automatically try to keep possession. In this case, a green mark is displayed on him.

Slide



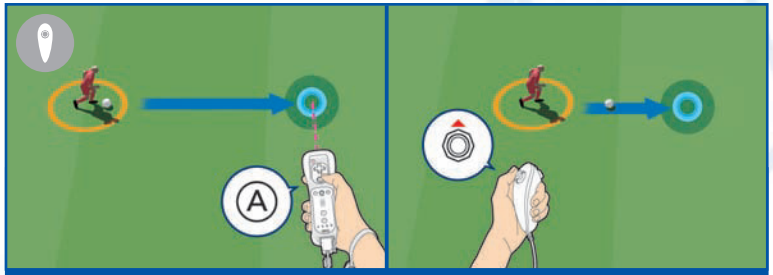
Slide past your opponent by leaning the Control Stick left or right while performing a pull dribble (see p. 14).

Konami Digital Entertainment

Stop Dribble

You can stop dribbling by leaning the stick down while performing a pull dribble (see p. 14). Change direction to jink past your opponent.

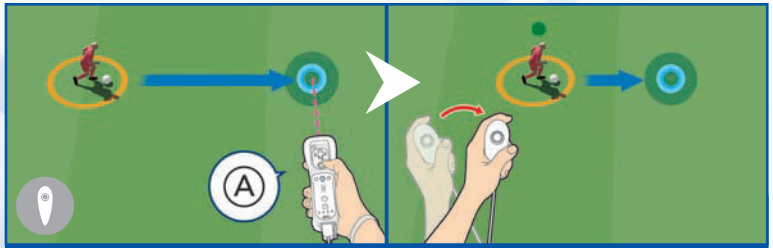
Kick the Ball Ahead of You
Lean the Control Stick up while doing a pull dribble.



While performing a pull dribble...

... lean the stick up to kick the ball ahead.

Feints

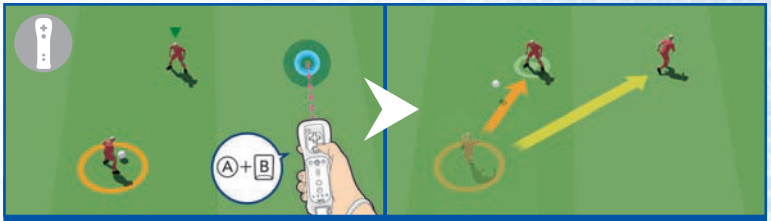


While doing a pull dribble...

... you can perform feints by holding the Z Button and swinging the Nunchuk.

• Players may sometimes perform feints automatically if an opponent approaches them while dribbling.

Pass & Move 1

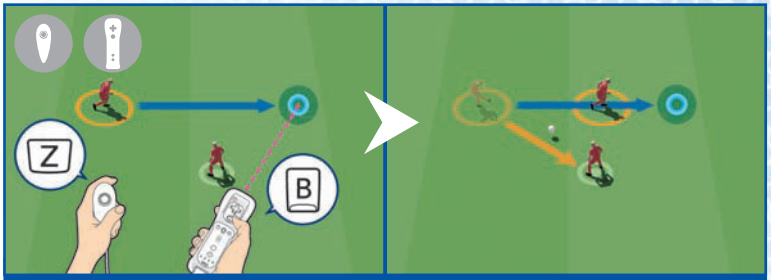


Keep the A & B Buttons pressed and point at an area of the pitch, then release the buttons.

Your player with the ball will pass it to the player marked with a blue triangle, then move to the designated area. The receiver can be switched with the Z Button.

• A player closer to the pointer will be given priority when going to receive a pass.

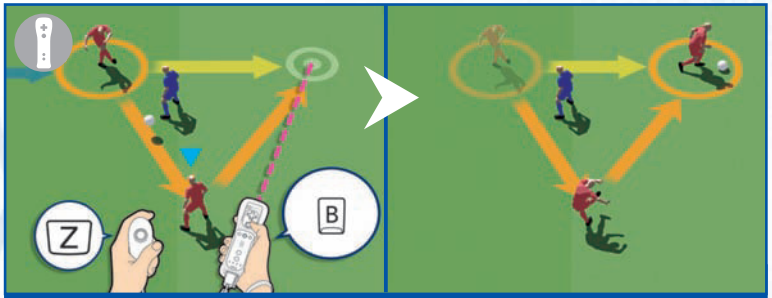
Pass & Move 2



While a player is dribbling to a fixed destination, point at another of your players and while holding the Z Button press the B Button.

Now, the ball will be passed to the other player, and the passing player runs into the designated area.

One-Two Pass



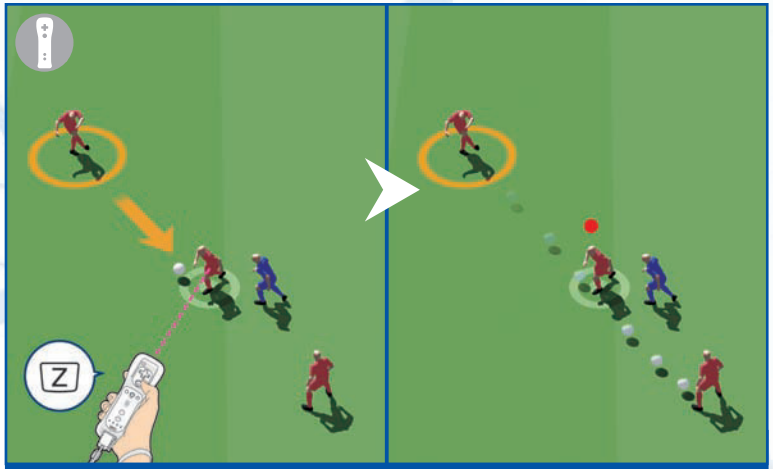
If you press the B Button with the Z Button pressed while executing a pull dribble, the ball will be passed to the teammate marked with the blue triangle.

You will run into free space and the ball will be returned to you.

• A player closer to the pointer will be given priority when going to receive a pass.

Konami Digital Entertainment

Leave Pass

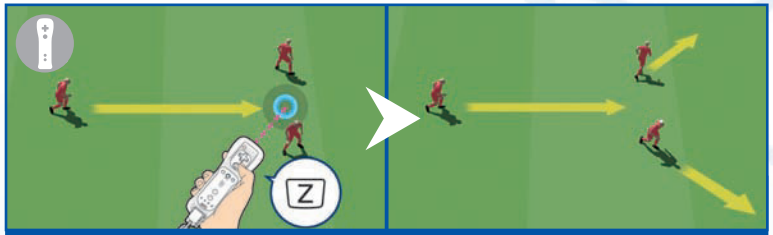


After passing the ball to a teammate, point at him before he receives it and press the B Button.

He will not stop or control the ball, but instead leave it, ideally for a teammate in a better position.

Note: In order to perform this action, press the Z button while doing a Free-Run.

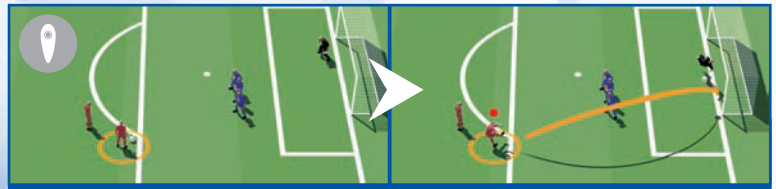
Free-Run to Create Open Space



If you execute a free-run in your opponent's area while holding the Z Button...

... players within range of your destination will move away radially.

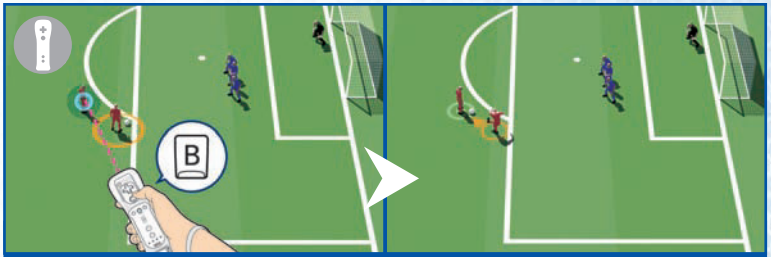
Free Kick: Shot by 2nd Player



Select before taking a free kick to bring up a 2nd player.

Swing the Nunchuk while holding the Z Button and the 2nd player will take the shot.

Free Kick: Pass to 1st Player



After selecting to use two players, point at the 1st player and press the B Button...

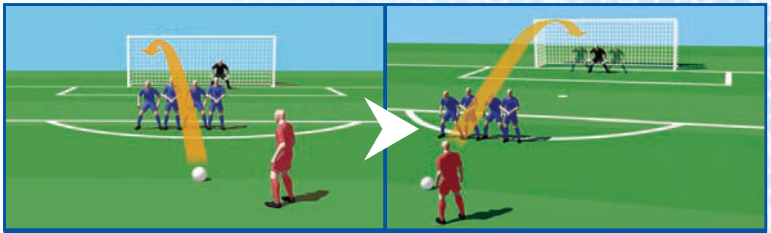
The 2nd player will knock the ball to the 1st.

Kicker Camera

During a free kick, select the on the left side of the screen to change to the Kicker Camera, upon which the controls will change in the following way.

Offence:

Defence:



Point at the inside of the goal, then press the B Button to shoot! Pressing the Z Button at the same time will keep the ball from spinning, when the trajectory is displayed in rainbow shade. And if you twist the Wii Remote left or right while shooting, you can put curve on the ball!

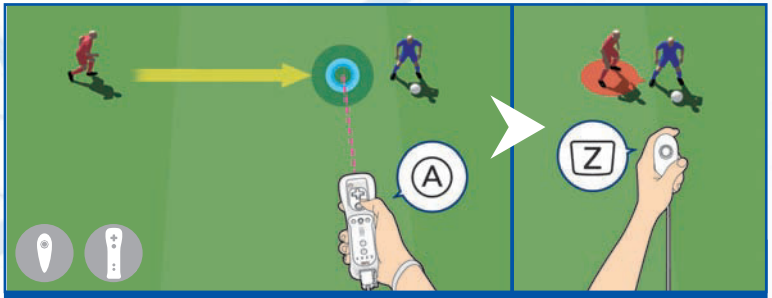
Your team-mates on the wall will jump automatically! If you don't want them to jump, just press Z Button. Use the Control Stick to move the keeper!

- When on offence, shaking the Nunchuk when shooting will cause the kicker to shoot however he likes. Moving the left and right will let you decide the direction of the shoot. You can also press the A Button to stop the shot's trajectory from being displayed.
- Players who can take Knuckleball Free Kicks will be indicated by a rainbow shaded icon in the Kicker Selection Screen.
- Use the +Control Pad during a free kick to move your perspective.

Konami Digital Entertainment

Advanced Defence Knowledge & Controls
Advanced controls for tackling, intercepting passes and other tricks.

Pulled Defence



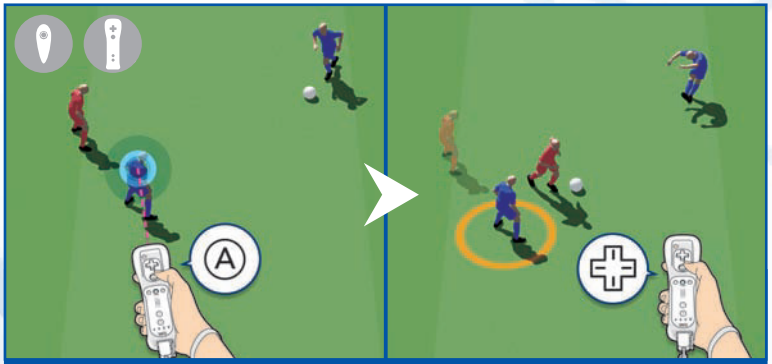
Point at one of your players and pull him with the A Button...

Then move the pointer to execute a free-run.

When you get close to your opponent, press the Z Button to attempt to win the ball.

You can perform a sliding tackle by swinging the Nunchuk while holding the Z Button.

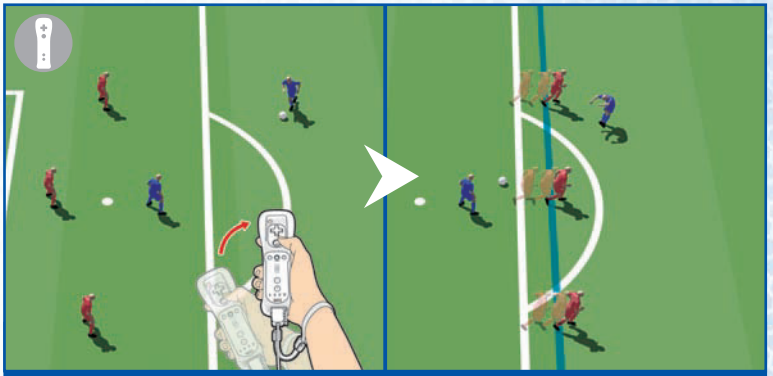
Intercepting Passes to Marked Opponents
Hold down any direction on the +Control Pad.



Point at an opponent player and press the A Button to man-mark him.

When the player is about to receive the ball, press and hold down any direction on the +Control Pad to intercept the pass.

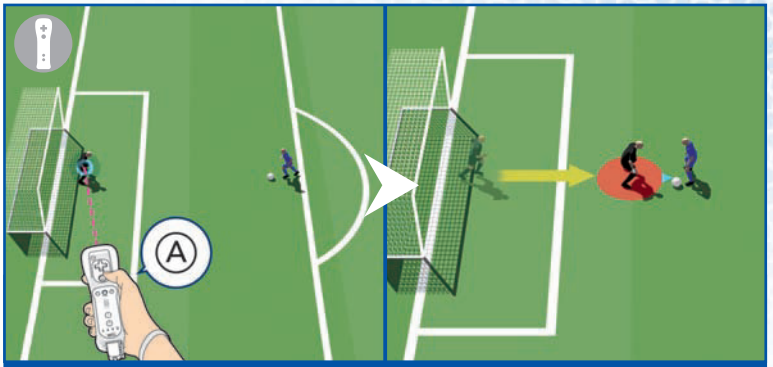
Offside Trap



If you swing up the Wii Remote in reaction to an opponent's pass,...

... your defenders will push forward and spring an offside trap.

Bringing Out the Goalkeeper



While defending in a one-on-one situation, point at your keeper and press the A Button!

Your Keeper will sprint towards the ball.

You can learn more details of these controls by in-game tutorial menus.

Control Practice: You can learn more details about the game controls.
Technique Movie: You can learn how to attack and defend with combined controls.

Wii Remote Sideways
Read the following section for a comprehensive list on how to play the game with the Wii Remote held sideways. To switch players you control, you will need to press the B Button.

DRIBBLE

Dribble	+Control Pad	Makes the player dribble in the direction the +Control Pad is pressed.
Dash Dribble	Hold down +Control Pad/ +Control Pad twice	Make player sprint while dribbling
Knock the Ball Forward	Keep tapping +Control Pad while Dash Dribbling	Tap the +Control Pad rapidly when Dash Dribbling to knock the ball forward.
Stop the Ball	A Button	Release the +Control Pad then press the A Button to stop the ball's movement.
Knock the ball Forward	A Button + B Button	From a stationary position, press the A Button and the B Button to knock the ball forward.
Drag Back the Ball	+Control Pad twice	From a stationary position, press backwards twice on the +Control Pad to drag the ball back

TRAPPING

Trapping the Ball	+Control Pad	When receiving the ball, press the +Control Pad in the direction you want to control the ball.
Through Turn	Press the +Control Pad twice in the same direction as the ball comes in before trapping	Make your player turn without receiving the ball. Use this technique effectively to get away from your markers. (Hold down the +Control Pad when you press the second time)
Through Feint	Press the A Button before trapping	Release the +Control Pad and press the A Button before trapping to let the ball continue.

CROSSING

Standard Cross	2 Button	Deliver a cross from deep inside the opposition half. Use the +Control Pad to direct your cross.
Early Cross	B Button + 2 Button	Press the 2 Button while holding down the B Button to deliver a cross from any part of the pitch.

PASSING

Pass	1 / 2 / 1 Button	Make the player pass the ball to the direction the +Control Pad is being pressed. Press the 1 Button for a short pass, the 2 Button for a long pass and the 1 Button twice for a through ball. To pass to more distant players, hold each Button for longer.
Backheel	Press 1 Button + +Control Pad	Press the 1 Button, then quickly press the +Control Pad backwards.
Lofted Through Ball	2 Button twice/ B Button + 1 Button	A Lofted through ball towards the direction the +Control Pad is pressed. To pass to more distant players, hold the Button for longer.
One-Two Pass	B Button + 1 Button then 1 Button twice	Make a short pass then press the 1 Button twice, just as the player is about to receive to execute the return pass. Press the 2 Button instead of the 1 Button for a lofted return pass.

SHOOTING

Shot	1 Button + 2 Button/ Swing Wii Remote	The length of the power gauge determines the elevation of your shot. When using the Buttons, hold each Button for longer for a distant shot. Use the +Control Pad to take aim. (Aim for the corner)
First Time Shot	1 Button + 2 Button/ Swing Wii Remote	Take a First Time shot. Depending on the height of the incoming pass as well as the player's positioning, you can meet the ball on the volley or a header.
Chip Shot(high)	1 Button + 2 Button + B Button	Press the 1 Button + 2 Button while holding the B Button.
Chip Shot(low)	1 Button + 2 Button + A Button	Press the A Button while the power gauge is shown to hit a chip shot with a lower trajectory.

TRICKS AND SKILLS

Step Over	Press the B Button twice to execute the step over dummy.
Kick Feint	Press the 1 Button while the shot or pass gauge is being displayed to cancel the shot, pass or cross. The type of feint you pull varies depending on the direction in which the +Control Pad was pressed before pressing the 1 Button.
Flip Flap	The Flip Flap can only be pulled by a limited number of players. If the player is right footed, push the +Control Pad to diagonally right then diagonally left quickly when dribbling. You will need to press the +Control Pad in the opposite directions if the player is left footed.
Reverse Flip Flap	The Reverse Flip Flap can only be pulled by a limited number of players. If the player is right footed, push the +Control Pad to diagonally left then diagonally right quickly when dribbling. You will need to press the +Control Pad in the opposite directions if the player is left footed.
V-Move	Press the +Control Pad backwards twice, then diagonally forwards to the direction of the player's foot which is on the ball.
Matthew's Trick	With the ball stationary, press the +Control Pad at right angles to the direction which the player is facing, then press the opposite direction before the ball is kicked. Can only be pulled by players with high dribbling stats.

Certain players can pull off special tricks such as below.

Lift the ball	Press the +Control Pad back and then quickly forward to flick the ball up into the air.
Roulette	Rotate the +Control Pad while dribbling. The direction you rotate the +Control Pad determines the direction of the turn and the motion may differ from each individual player.

Defence
When on the defensive, win the ball back by pressurising the opposition players. When you see the opportunity, use the sliding tackle.

BASIC DEFENCE CONTROLS

Tackle/Pressure	1 Button	The player you are controlling apply pressure.
Close Down	2 Button	The player closest to the ball (Other than the one you are controlling) will close down the opposition player on the ball.
Sliding Tackle	1 Button (press twice)	Win the ball back from a player on the ball by sliding. Be careful as you can easily concede fouls when Sliding in from behind.
Clearance	1 Button + 2 Button/Swing Wii Remote	Clear the ball away when the ball is in your half. The direction and distance can change due to various factors including the way the player is facing.

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GOALKEEPER CONTROLS: WHEN NOT IN POSSESSION OF THE BALL

Bringing out the Goalkeeper	2 Button (press twice)	Hold the Button to make the Goalkeeper sprint towards the ball.

GOALKEEPER CONTROLS: WHEN IN POSSESSION OF THE BALL

Goal Kick	2 Button / 1 Button + 2 Button	The Goalkeeper will kick the ball upfield. Take aim using the +Control Pad.
Throw Ball	1 Button	The Goalkeeper will throw the ball out to a teammate. Take aim using the +Control Pad.
Drop Ball	Press the A Button without pressing the +Control Pad	The Goalkeeper will drop the ball on the spot.

General Controls

Dashing plays a very big part in both attack and defence. Try figuring out when it's best to dash as well when it's not.

GENERAL CONTROLS

Dash	+Control Pad + A Button/ Keep the +Control Pad pressed down/+Control Pad (twice)	Gain an extra burst of speed by dashing.
Change Players	B Button	Switch controls to the player closest to the ball.
Super Cancel	A Button + B Button	Cancels all instructions given to players and allows you to resume full control of them. A Button + B Button cancels all instructions given to players and allows you to resume full control of them.

Set Pieces and Dead-Ball Situations

FREE KICKS: ATTACKING SIDE

Short Pass	1 Button	Send a short pass in the direction the +Control Pad is being pressed.
Long Pass	2 Button	Send a long pass in the direction the +Control Pad is being pressed.
Through Ball	1 Button (twice)	Send the ball through the defence. Take aim with the +Control Pad
Shooting	1 Button + 2 Button/ Swing Wii Remote	When shooting from Set-Pieces, there are 5 levels of power. The controls are listed in the order of decreasing power. • Press Up on the +Control Pad + 1+ 2 Button. • Press the 1 +2 Button • Press the 1 +2 Button, then press the 1 Button as the player strikes the ball. • Press Down on the + Control Pad + 1 + 2 Button.
Bend the shot	+Control Pad Left/Right	Holding down the +Control Pad Left or Right until the player makes contact will bend the shot.
Use the Second Kicker	B Button	The Second Kicker will take the Free kick and will either take a shot or hit a pass depending on which Button you press.
Second Kicker rolls the ball forward	B Button + 1 Button	The Second Kicker will roll the ball on for the First Kicker to run in and kick the ball.

FREE KICKS: DEFENDING SIDE

All Players Jump	1 Button + 2 Button	Makes all players in the wall Jump up as the Free kick comes in.
All Players hold position	1 Button	Makes all players in the wall hold their positions as the Free kick comes in.
Players Charge Forward + Jump	1 Button (twice)	Some players in the wall will attempt to charge down the Free kick while others jump.
Random	No Buttons pressed.	If you don't press any Button, your players will decide randomly whether to jump or not.
Move the Goalkeeper	2 Button (twice)	The Goalkeeper will move in accordance to where the wall is.

CORNERS

Corners	2 Button	• Regular Ball - 2 Button • Low Ball - Press Up on +Control Pad + A Button • Ground Ball - Press Down on +Control Pad + A Button
Apply curl	+Control Pad Left/Right	Hold down the +Control Pad Left or Right to curl the ball.
Short Corner	B Button	A short pass to a nearby teammate.

THROW-INS

Short Throw-In	1 Button	A short throw to a nearby teammate.
Long Throw-In	2 Button	A longer throw in the direction the thrower is facing.
Lead Throw-In	1 Button (twice)	A throw in to the space ahead of a teammate.

PENALTY KICKS: KICKER

Move Cursor	Take aim with the Wii Remote.
Shot	B Button
ChipShot	1 Button + B Button
Rolling Penalty	2 Button + B Button
Hide cursor	A Button

PENALTY KICKS: GOALKEEPER

Move Goalkeeper	Use the +Control Pad
Dive	+Control Pad + 2 Button

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Classic Controller
Read the following section for a comprehensive list on how to play the game using the Classic Controller. To switch players you control, you will need to press the L Button.
For all controls using the +Control Pad, the L stick can be used as an alternative. This only applies if you have your "Controls" set to "Standard" in "Player Setting".

DRIBBLING

Dribble	+Control Pad	Makes the player dribble in the direction the +Control Pad is pressed.
Dash Dribble	+Control Pad + R Button	Make player sprint while dribbling
Slow Dribble	+Control Pad + ZR Button	Players will dribble and turn at slow speed. Mix up with Dash Dribble to use effectively.
Knock the Ball Forward	Keep tapping R Button/ +Control Pad while Dash Dribble	Tap the R Button or +Control Pad rapidly when Dash Dribbling to knock the ball forward.
Knock the Ball Further Forward	+Control Pad + ZR Button while Dash Dribble	Press the ZR Button then change direction while Dash Dribbling to knock the ball further forward.
Stop the Ball 1	R Button	Release the +Control Pad then press the R Button when Dash Dribbling to stop the ball's movement.
Stop the Ball 2	ZR Button	Release the +Control Pad then press the ZR Button when Dash Dribbling to make the player stop and face the opposition's goal.
Knock the ball Forward	L Button + R Button	From a stationary position, press the L Button and the R Button to knock the ball forward.
Drag Back the Ball	+Control Pad twice	From a stationary position, press backwards twice on the +Control Pad to drag the ball back
Jump	ZR Button when tackled	Press the ZR Button as an opposition player attempts a sliding tackle to jump over it.

TRAPPING

Trapping the Ball	+Control Pad	When receiving the ball, press the +Control Pad in the direction you want to control the ball.
Through Turn	R Button before trapping, +Control Pad in the direction the ball is coming from.	Use this technique effectively to get away from your markers.
Through Feint	Release the +Control Pad then push R Button before trapping.	Release the +Control Pad then press the R Button before trapping the ball to let the ball continue.

CROSSING

Standard Cross	a Button	Deliver a cross from deep inside the opposition half. Use the +Control Pad to direct your cross. Press the a Button twice for a low cross or 3 times for a cross along the ground. To deliver a high cross, press the ZR Button and the a Button together.
Early Cross	L Button + a Button	Deliver a cross from any part of the pitch.

PASSING

Pass	a / b / x Button	Makes the player dribble in the direction the +Control Pad is pressed. Press the b Button for a short pass, the a Button for a long pass and the x Button for a through ball. To pass to more distant players, hold each Button for longer.
Backheel	Press +Control Pad backward + b Button	Press backwards on the +Control Pad and then quickly press the b Button just before the player receives the ball.
Lofted Through Ball	L Button + x Button	A Lofted through ball in the direction the +Control Pad is pressed. To pass to more distant players, hold the Button for longer.
One-Two Pass	L Button + b Button, then x Button	Make a short pass then press the x Button just as the player is about to receive to execute the return pass. Press the L Button and x Button instead of the x Button for a lofted return pass.
Pass and Move	a / b / x Button, then ZR Button	Press the ZR Button after playing a pass with any of the a, b or x Button to make the player go on a forward run.
Manual Pass	R Stick	Tilt the R Stick in the desired direction of the pass. The strength of the pass is determined by how long the R Stick was tilted for.
Manual Long Pass	L Button + R Stick	Tilt the R Stick while holding down the L Button in the desired direction to play the pass. The strength of the pass is determined by how long the R Stick was tilted for.
Call for a pass	ZR Button	Press the ZR Button to call for a pass.

Super Cancel
Press the R Button and the ZR Button to cancel all instructions given to players and regain full control of them. This is called "Super Cancel".
Thanks to "Super Cancel" the player stops chasing the ball and you regain full control.

Power Gauge
Hold down the y Button to build up the power gauge and release it when at the desired level. Your player will automatically hit a shot when the gauge becomes full.

SHOOTING

Shot	y Button	The length of the power gauge determines the power and height of your shot. Use the +Control Pad to take aim. (Aim for the corner)
First Time Shot	y Button before receiving the ball	Take a First Time shot. Depending on the height of the incoming pass as well as the player's positioning, you can meet the ball on the volley or a header.
Controlled Shot	y Button, then ZR Button	Press the ZR Button as the power gauge reaches the desired level to hit a shot which trades power for increased accuracy.
Chip Shot(high)	L Button + y Button	Hit a chip over the Goalkeeper's head.
Chip Shot(low)	y Button, then R Button	Press the R Button while the power gauge is shown to hit a chip shot with a lower trajectory.

TRICKS AND SKILLS

Step Over	Press either the L Button or the ZR Button twice to execute the step over dummy.
Kick Feint	Press the b Button while shot or pass gauge is displayed to cancel the shot, pass or cross. The type of feint you pull varies depending on the direction in which the +Control Pad was pressed before pressing the b Button.
Flip Flap	The Flip Flap can only be executed by a limited number of players. If the player is right footed, push the +Control Pad to diagonally right then diagonally left quickly when dribbling. You will need to press the +Control Pad in the opposite directions if the player is left footed.
Reverse Flip Flap	The Reverse Flip Flap can only be executed by a limited number of players. If the player is right footed, push the +Control Pad to diagonally left then diagonally right quickly when dribbling. You will need to press the +Control Pad in the opposite directions if the player is left footed.
V-Move	Press the +Control Pad backwards twice, then diagonally forwards to the direction of the player's foot which is on the ball.
Matthew's Trick	With the ball stationary, press the +Control Pad at right angles to the direction which the player is facing, then press the opposite direction before the ball is kicked. Can only be executed by players with high dribbling stats.

Certain players can pull off special tricks such as below.

Lift the ball	Press the +Control Pad back and then quickly forward to flick the ball up into the air.
Roulette	Rotate the +Control Pad while dribbling. The direction you rotate the +Control Pad determines the direction of the turn and the motion may differ from each individual player.

Defence
When on the defensive, win the ball back by pressuring the opposition players. When you see the opportunity, use the sliding tackle.

BASIC DEFENCE CONTROLS

Tackle/Pressure	b Button	Use in conjunction with the R Button to make players dash when applying pressure or attempting tackles.
Close Down	y Button	The player closest to the ball (Other than the one you are controlling) will close down the opposition player on the ball.
Sliding Tackle	a Button	Win the ball back from a player on the ball by sliding. Be careful as you can easily concede fouls when Sliding in from behind.
Clearance	y Button	Clear the ball away when the ball is in your half. The direction and distance can change due to various factors including the way the player is facing.

GOALKEEPER CONTROLS

Bringing out the Goalkeeper	x Button	Hold the Button to make the Goalkeeper sprint towards the ball.

GOALKEEPER CONTROLS: WHEN IN CONTROL OF THE BALL

Goal Kick	a Button / y Button	The goalkeeper will kick the ball upfield. Take aim using the +Control Pad.
Throw Ball	b Button	The goalkeeper will throw the ball out to a teammate. Take aim using the +Control Pad.
Drop Ball	Press the R Button without pressing the +Control Pad.	The goalkeeper will drop the ball on the spot.

General Controls
Dashing plays a very big part in both attack and defence. Try figuring out when it's best to dash as well when it's not.

GENERAL CONTROLS

Dash	+Control Pad + R Button	Gain an extra burst of speed by dashing.
Player controls while the ball is in the air	+Control Pad + ZR Button	Get the player to go and meet the ball while it is in the air.
Change Players	L Button	Switch controls to the player closest to the ball.
Change Players (Alternative)	R Stick	Change the player you are controlling by pressing the R Stick towards the direction of the player you want to take control of.
Activate/Cancel Strategies (Manual Mode)	ZL Button + a Button/ b Button/x Button/y Button	Activates or cancels strategies allocated to each Button.
Activate/Cancel Strategies (Semi-Auto Mode)	ZL Button	Activates or cancels chosen strategies
Changing the Attack/Defence Level	ZL Button + R Button/ ZR Button	Press the R Button to get players to push forward, whilst pressing the ZR Button will make them drop deeper and be more defensive.
Super Cancel	a Button + x Button	Cancels all instructions given to players and allows you to resume full control of them.

Set Pieces and Dead-Ball Situations
In Set Pieces, hold the relevant Button down to increase the Power Gauge to the required level. For both Free Kicks (Shooting and Passing) and Corner Kicks, use the +Control Pad to take aim. Press Left or Right on the +Control Pad while the Power Gauge is being displayed to apply Curl.

FREE KICKS: ATTACKING SIDE

Short Pass	b Button
Long Pass	a Button
Regular Long Pass	a Button
High Ball	ZR Button + a Button
Low Ball	Press Up on the +Control Pad + a Button
Ground Ball	Press Down on the +Control Pad + a Button
Through Ball	x Button
Send the ball through the defence.	Take aim with the +Control Pad
Shooting	y Button

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When shooting from Set-Pieces, there are 5 levels of power. The controls are listed in the order of decreasing power

FREE KICKS: ATTACKING SIDE

Stronger

- Press Up on the +Control Pad + y Button.
- y Button and then just as the player makes contact, press the x Button
- y Button
- y Button and then just as the player makes contact, press the b Button
- Press Down on the +Control Pad + y Button.

Weaker

Changing the number of Kickers	L Button + R Button	Changes both the numbers and the positions of Kickers.
Use the Second Kicker	L Button + a Button/ x Button/y Button	The Second Kicker will take the Free kick and will either take a shot or hit a pass depending on which which Button you press.
Second Kicker rolls the ball forward	L Button + b Button	The Second Kicker will roll the ball on for the First Kicker to run in and kick the ball.
Select Kicker	R Button	Press the R Button to bring up the Kicker Select screen.

FREE KICKS: DEFENDING SIDE

Increasing/Decreasing the number of players in the wall	ZL Button + Pressing Up or Down on the +Control Pad	Press Up on the +Control Pad to add more players or press Down on the +Control Pad to reduce
All Players Jump	y Button	Makes all players in the wall Jump up as the Free kick comes in.
All Players hold position	b Button	Makes all players in the wall hold their positions as the Free kick comes in.
Players Charge Forward + Jump	a Button	Some players in the wall will attempt to charge down the Free kick while others jump.
Players Charge Forward + hold position	a Button + b Button	Some players in the wall will attempt to charge down the Free kick while others hold position.
Random	No Buttons pressed.	If you press nothing, players in the wall will react randomly.
Move the Goalkeeper	x Button	The Goalkeeper will move in accordance to where the wall is.

CORNERS

Corners	a Button	• a Button Regular Ball • ZR Button + a Button High Ball • Press Up on +Control Pad + a Button Low Ball • Press Down on +Control Pad + a Button Ground Ball
Short Corner	b Button	A short pass to a nearby teammate.

THROW-INS

Short Throw-In	b Button	A short throw to a nearby teammate.
Long Throw-In	a Button	A longer throw in the direction the thrower is facing.
Lead Throw-In	x Button	A throw in to the space ahead of a teammate.

PENALTY KICKS

Kicker	+Control Pad + y Button	Press any one of Right/Down Right/Up/Left/Down Left on the +Control Pad to take aim.
Goalkeeper	+Control Pad	Press any one of Right/Down Right/Up/Left/Down Left on the +Control Pad to dive.

Quick Restarts

Quick Restarts only work with the correct timing as a player goes to pick up the ball after play has been stopped for a foul. To take a Quick Free kick, press both the L Button and the R Button then take aim using the +Control Pad.

NOTE: If you decide not to have a Quick Restart, you will play the Set-Piece as normal.

Choosing "Alternative" in Traditional Style will result in changes to the following controls.

CONTROLS WHEN ATTACKING

Shot	a Button
Long Pass	y Button
Dash	ZR Button
Slow Dribble	ZL Button
Controlled Shot	ZL Button + a Button

CONTROLS WHEN DEFENDING

Dash	ZR Button
Close Down	a Button
Sliding Tackle	y Button
Clearance	a Button

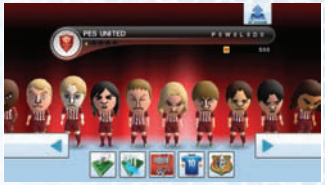
STRATEGIC CONTROLS

Activate/Cancel Strategies	R Button + a Button/b Button/x Button/y Button
Changing the Attack/ Defence Level	R Button + ZR Button/ZL Button

MY TEAM
In this mode, you can create a team with original players (My Team) using the Mii Characters that are saved on your Wii. My Team players can equip items purchasable in the shop that can improve their abilities.

My Team Menu
When playing for the first time, register your own Mii Character and choose its main position. Upon beginning the game, the other players on the team will be made up of pre-existing Mii Characters, but as you progress through the game you will be able to register other Mii Characters from your Mii Channel as well. (Up to 32 Mii Characters can be registered. If you wish to register more, you will need to choose a Mii Character to release from the team for every new one you wish to register).

NOTE:
- My Team cannot be used in Master League or Champions Road.
- If you do not have any Mii Characters in your Mii Channel, you will only be able to play with pre-made Mii Characters.



My Team Records
Player Information: Displays the abilities of the player being pointed at. (See page 45 for more on player development)

My Team
Set Formation: Set formations for My Team.
Register Player: Add new Mii Characters to My Team.
Memorabilia Shop: Use My Team points to purchase items. Select the item you want, then select the player you want to equip it. The shop's inventory will change after every match.
Player Numbers: Change the numbers on each player's kit for My Team.
Change Team Name: Change the name of My Team.

My Team Points
After creating a My Team, you will receive My Team Points for every match they compete in, regardless of mode. My Team Points can be used in the My Team Menu's Shop to purchase items.

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Settings common to all play modes are described on page 09.

MATCH

Use this mode to play individual matches against the computer or a second player. If you're keen to play your first game of PES 2013, this is the quickest way to get onto the pitch!
Play a one-off match against CPU or human opponents.
Play a penalty shoot-out competition.

Play With Mii: Play a match using Mii saved on the Wii console.

UEFA CHAMPIONS LEAGUE

Pit your club against the very elite of European football in the all new and exclusive UEFA Champions League mode. Can you make it through the group stages? How will you negotiate those tricky away legs in the knock-out rounds? Do you have what it takes to be the kings of Europe?

How to play "UEFA Champions League"
To start, select either "Competition" or "Free Match" from the "UEFA Champions League" menu.

Competition
Immerse yourself in the full glitz and glamour of the UEFA Champions League!! Select your favourite team then play through the tournament in the same format as its real life counterpart. If you are starting afresh, go to "New Game". Once you have set the number of players and teams taking part, all you need to do is to select your team!! If you have any previously saved data, go to "Continue".

Free Match
Play a single match with the full atmosphere of a UEFA Champions League match against a friend or the CPU.

Select Club Team
First, point at a club team of your choice. Press the A Button on the Wii Remote to grasp it and release the Button once you have moved it over to one of the group slots. Entries for other teams as well as fixtures for the Group Stage will be automatically set. Once this is done, select "Proceed" to start the UEFA Champions League.
To change groupings, grasp a team in one group slot by pressing the A Button on the Wii Remote, move it over to another and then release it.
Note: If you have chosen a National team as your "MY TEAM", then PES United will be automatically selected.

Group Slot
Switch between the two group slots by selecting the tabs labelled "Page 1" and "Page 2".

Club Teams
Select [<] [>] to change leagues.

Team Parameters

All Clear	Resets all team allocations allowing you to make team selections from scratch.
Shuffle	Shuffles teams between groups.

THE COMPETITION FORMAT
32 teams all eyeing European glory will first take part in a group stage where they are divided into eight groups of four. The winners and the runners-up in each group advance to the final tournament stage.

1. Group Stage
Four teams in each group contest the Group stage playing each other twice in a home and away format. The teams finishing in the top two places advance to the final tournament stage.

2. The First Entry Draw
A draw determines who each of the 16 teams which made it through the Group Stages will face. Group winners from one group will face the team which finished runners-up in another. However, they will not face teams that are from the same league.
Note that this may change if you enter more than 4 teams from one league.

3. First Knockout Round
Ties will be decided over 2 matches on a Home and Away basis. The team with the greater number of aggregate goals advances or in the event of a tie, the team which scored more away goals. If the Away Goals rule proves inconclusive, extra time will be played. If there are no goals in extra time, the winner is decided by a Penalty Shoot-out.

4. The Second Entry Draw
The second draw determines who each of the 8 teams that won their First-round ties will face. Unlike the First Draw, teams can be paired with those from the same group or league.

5. Quarter-Finals & Semi-Finals
Much in the same way as the First-round ties, they will be decided over 2 matches on a Home and Away basis. There will be no 3rd place play-off for the defeated Semi-Finalists.

6. Final
The Final of the UEFA Champions League will be contested as a single match.

Main Menu
The UEFA Champions League Main Menu. Set your formation and check for any upcoming fixtures here.

Formation	Go to the Formation Settings screen to set your Formation as well as various team related settings.
Data	Check here for any information related to the UEFA Champions League.
To Match	Select to start your match.
Match Settings	Go to "Match Settings", to set options such as Match length and Difficulty level.
"To Top Menu"	Quit and return to "Top Menu"

COPA SANTANDER LIBERTADORES

Take part in the premier competition in Latin Amrican Club Football the "Copa Santander Libertadores" !! Choose "Competition" to play through the whole competition in it's full glory, or "Free Match" to play a single match. In Competition, you can enter the Copa Santander Libertadores at various stages such as Playoffs, Group Stages or the Knockout Stages as an Invitee depending on your choice of team.

PLAYMAKER STYLE vs TRADITIONAL STYLE

A clash of two styles where two users, one using Playmaker Style and the other Traditional Style go head to head. Each player will get to choose their Control Styles and who will be Home or Away. In this mode, you cannot play Co-op. style or against users who have chosen the same Control Style to you.

NINTENDO WFC

Play a match against other players from all over Europe using the Nintendo Wi-Fi Connection. (See p.47)

CHAMPIONS ROAD

Choose a team and take part in tournaments around the world. Your players will develop and new players can be acquired from other teams.
To start Champions Road for the first time, select "New Game", otherwise resume your game by selecting the "Continue" option. Please note that existing Champions Road data will be deleted if you start a new game.
After deciding on general settings choose a team to use. You may select from Champions Road Original Teams, World City Names or Club Teams.

CREATE A TEAM
Choose from the following selections in order to create a team:
Select from Original Teams: Select from the Champions Road Original Teams. You can change the kit and home stadium.
Select from World City Names: Select a team name from world cities. The emblem and kit can be set as you wish.
Select from Club Teams: Select from Club Teams available in Match Mode. You cannot change the emblem or kit.

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PLAYING CHAMPIONS ROAD
- On the Map screen, select the league you wish to participate in.
- On the League screen, set team formation and check out the league information.
- By winning leagues, more become available on the Map Screen.
- Only Practice League is available when you first start.

If you have earned a certain amount of money winning competitions, you can construct facilities. Make good use of this to further improve your team.

Flow of Gameplay
After choosing a league to participate in, prepare your team on the League Screen. During a match you will be given certain missions, for example, "Complete 20 Short Passes". Try to complete each mission as well as winning the match. During each match your players gain experience and their skills improve. There is also the chance to acquire players from the opponent team. Your ultimate goal is to win all the leagues!

Map Screen
Select League from the Map Screen.

Arrow Icon
Arrow icons indicate you can scroll the Map Screen in that direction.

League
These are the Leagues you can currently enter. When you win a league, a Star icon appears, meaning you 'Cleared' the league. Practice League is the only one you can enter at the start.

Clubhouse
Select members and constitute facilities.

Invitation Matches
Invitation Matches become available after you win the Practice League. Here you play Event Matches where you receive invitations from unknown players. You can also play against Match Data sent by a friend. (see p. 48).

Clubhouse
Team Settings: Change Formation settings, set players' shirt numbers and send data to the Wii Remote.
Team Information: Check the missions you have cleared.
Facilities: Constitute facilities with the money you earned by winning competitions to improve your team.
Tournament Selection: Select a league to enter.
To Top Menu: Return to the Top Menu.

Invitation Matches
Event Match: You will occasionally receive invitations to play unknown teams while playing Champions Road.

Play the Match
After selecting "To Match" at the League Screen, you'll be taken to the Formation Settings Screen where you can prepare your team members and formation for the upcoming match.

Mission
Missions such as "Score a Hat-Trick" are challenges to achieve during the match. If you clear a mission, you will earn money which you can spend on the construction of facilities to improve your team. You can check out your mission achievement status from the "Mission achivement status" option on the League Screen.

After the Match
Check out various information. View player development and newly acquired players.

NOTE: You may acquire new players or strengthen existing ones regardless of the match result.

Mission Achievements and Additions
Check the missions you've completed and view newly added ones.

Acquire Experience Points
Here you can check the experience points your players have earned. Experience points consist of "Offense", "Defence", "Physical", and "Technique". Points are determined by how you played. Good play will result in more experience points.

Player Acquisition
When you win a match you will get a player from your opponent. Available players are displayed as blank cards. You can check the details of the high-profile players in the team of your opposing team. Drag and drop a card into the box to see who you've won. When you gain a new player you can add him to your team by selecting the "Confirm Players" Button, you will then be taken to the League Screen.

You need to constitute facilities at the Club House to increase the number of players you obtain after a match and obtain higher-profile players.

Player Development
When a player's experience gauge fills up you can choose to either raise his Basic Ability or acquire a Special Skill. Selecting "Do not attach skill" skips to the next player.

Acquire Skills
Selecting "Basic Ability" improves player's basic ability. "Special Skills" equips them with a new skill. By selecting "Auto Select" the game will automatically upgrade your players.

Examples of Skills
Dribbling Keep: Keep possession more effectively while under pressure.
Positioning: Improves ability to move into space. Also improves their ability to escape from the markers.
Pass Technician: Will create more chances with good final balls. Passing ability becomes noticeably better.
Goal Scorer: Shots will be more accurate.
1-on-1 Finish: The player will be more likely to score in a 1-on-1 situation.
Target Man: Ability to feed the ball back into the midfield so teammates can join the attack.
Line Breaker: Improves attacking moves near the opponent's off side line.
Long Shots: Improves the player's ability at powerful and accurate mid-range shots.
Wide Player: The player will be inclined to play along the wings.
Central Player: The player will be inclined to play through the centre of the pitch.
PK Taker: Improves the player's penalty-kick skills.
1-touch play: Improves the player's one touch passing and first-time shots.
Man Marking: Improves the player's man-marking skills.
Sliding tackles: Improves the player's ability to make accurate sliding tackles.
Cover defence: Improves the player's defensive awareness and ability to effectively cover defensive gaps.

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TRAINING

Choose from two options:
Tutorial let's you learn the Controls.
Free Training allows you to change various settings and conditions for your practice experience.

Free Training
Besides common settings, you can change the following settings in Free Training:
Fouls: Set whether or not to call fouls during training sessions.
Offside: Set whether or not to call offside during training sessions.
Re-start: Sets which team takes the throw-in when the ball is out of play.
Substitutions: You can have reserve members as opponent team players.

Pause Menu
Pressing the - Button displays the Pause Menu.

Training Menu: Here you can select special training such as shooting, free kicks and corner kicks.

Replay: Watch an instant replay.

Play Again Retry: Select scenes by clicking < or > and press the play icon to resume training.

Training Settings: Change basic training settings.

Screen Settings: Turn on-screen information on or off.

To Top Menu: Quit training and return to the Top Menu.

Tutorial
Learn the controls by watching tutorials. Take the "Certification Test" to test what you've learned.
Control Practice: Learn individual controls.
Camp: Learn a set of certain controls.
Technique Movies: Movies introduce techniques specific to PES for Wii and football tactics.

EDIT

This option allows you to customise the many teams and players featured in PES 2013, and even create your own original club.

Edit player: Create your own unique players, or edit existing players.
Register player: Use this to transfer players between clubs, call up players to international squads, and to assign players of your creation to teams of your choosing.
Edit Team: Change a side's name, strip, stadium and Formation Settings. You can also assign squad numbers here.
NOTE: Some options are unavailable for certain licensed teams.

Edit Emblems and Logos: Select this option to use a flexible design utility to create badges and logos that can be applied to strips in the Edit Team menu.
Note: Emblems created by Edit will not appear in the stadium at the entry scenes.
Edit Stadium Name: Choose new names for all available grounds.
Edit League or Cup Name: Use this option to rename in-game competitions.
Load PES 2012 Data: Convert Edit Data from Pro Evolution Soccer 2012 to Edit Data that can be used in this game.
End Editing: Quit Edit mode and return to the Top menu.
NOTE: Edited data will not be reflected in in Nintendo Wi-Fi Connection matches.

Nintendo Wi-Fi Connection

Nintendo Wi-Fi Connection is an online game-play system provided by Nintendo for people to connect and play games worldwide. With this game, it is possible to play via the internet with your friends, or anyone else using Nintendo Wi-Fi Connection (WFC). In order to use Nintendo WFC, you need the following equipment and setup:

Wii console, Wii Remote, Nunchuk	2
Wii PES 2013 Disc	2
Broadband internet connection	

Wireless internet connection
• Access point, or Nintendo Wi-Fi USB Connector.
• Broadband internet connection, such as DSL or cable.

Wired internet connection
• Wii LAN Adapter (Ethernet), LAN cable (sold separately).
• Broadband internet connection such as broadband router, or cable.

In order to use Nintendo Wi-Fi Connection, you need to set up your connection to the internet. Go to the **Wii Menu**, choose Wii Options, then Wii SETTINGS followed by INTERNET and finally CONNECTION SETTINGS.
For more information about the equipment required for connecting to the internet and how to configure this equipment, please refer to the Wii Operations Manual – Channels & Settings (Wii Settings and Data Management).

If you cannot connect
If you cannot connect to the internet, error details and an error code will appear on the screen. Please refer to the Troubleshooting and Error Messages and Codes sections of the Wii Operations Manual – Channels & Settings, or go to support.nintendo.com for more information.

Wii online game-play via Nintendo Wi-Fi Connection is governed by the Wii Network Services Agreement. For more details please visit
http://wii.nintendo-europe.com/terms.

For information on how to protect your privacy, please refer to the Wii Operations Manual – Channels & Settings (Important Privacy Information).

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NINTENDO WFC

A "Nintendo WFC Match" is the stage to seriously put your skills to the test by taking on players from all around the country via Wi-Fi connection. Please note that in order to play a Nintendo WFC Match, you are required to update the game to its latest version beforehand using the "Download Option".

What is Nintendo WFC?
Please note that in order to go online, you will need to configure your Wii Console beforehand.
For further details on necessary equipment or settings to set up an internet connection, please refer to your Wii Operations Manual.

Nintendo WFC Match
To open the "Nintendo WFC Menu", first select "Nintendo WFC" from the top menu followed by "Nintendo WFC Match".
Your Win-Loss records in "Nintendo WFC Match"

Performance Graph
A graphical representation of a player's tendencies when playing.

Start a "Nintendo WFC Match"
First, select from the "Nintendo WFC Menu" and then choose your player settings. Once you are connected via "Nintendo Wi-Fi Connection", select whether you want to play "Friend Match & Rival Match" or "Free Match" to find opponents. In "Friend Match & Rival Match", you will be matched only with players from your Friend Roster or Rival Roster while in a "Free Match", you will play against random opponents.
NOTE: The pause menu is not available during a "Nintendo WFC" match. To take on users of various control styles set "Your Opponent's Control Style" to "All Styles".

Once an opponent is found, choose your team and then proceed to Formation Settings. The match will start when both you and your opponent are ready.

Friend Roster & Rival Roster: Check here for the list of Friends you have added to your Friend Roster and your records against them. The same can be done for players you played against in past "Free Matches"(Rivals). You can also check your own Friend Code here.

Friend Registration: Register Friends to your Friend Roster by entering their Friend Codes. Just simply point at the numbers shown on screen and then press the A Button on your Wii Remote. When finished, press "Confirm".

Match History: Check for results from previous games on "Nintendo WFC Match". You can choose players to be added in the Match Black List here.

Match Black List: Add players to this list if you wish to avoid playing them as much as possible in "Free Match".

Nintendo WFC Options: Choose whether you want the Wii Remote to ring a tone or show your Mii to the opponent when one has been found.

Free Match Settings: Configure the below options before finding an opponent in Free Match.

Player Settings: Change Control Style.

Home Ground: Choose Stadium. Only applies if you become the Home Team in the match.

Your Opponent's Control Style: Choose whether or not you want to play against opponents using different Control Styles. Set to Same Style Only on default.

Display Opponent's Controls: Choose whether or not the opponent's Pass and Free Run directions are shown on screen. These settings however, only apply to you and not your opponent.

Match data: Choose whether or not you want to use Team Data from Master League, Champions Road or My Team.

Priority: Network Speed: Find an opponent with a good network connection. The search may take longer but you will always get a smooth connection.

Priority: Finding an Opponent: Find opponents without considering their network condition. You may not get a perfectly smooth connection, but searching will be quicker and easier.

IMPORTANT NOTICE REGARDING NETWORK PLAY

While the Network Service for this game is provided free of charge, you will need to pay separate connection charges to your Internet Service Provider. There may come a time in the future when the Network Service is terminated after a notice period of some length owing to various reasons. Please note that in such circumstances, some features of the game will become unavailable. The Network Service may be unavailable under certain conditions. When making use of "Nintendo WFC", make sure to fully uphold any terms of service, laws that may govern its use as well as common decency.

If on the Screen option of Wii System Settings the TV Type is set to 60Hz (480i) or EDTV/ HDTV (480p), an online match will not be created with those who set the TV Type to 50Hz (576i).

For the best gaming experience we strongly suggest to set the TV Type to 60Hz (480i) or EDTV/ HDTV (480p) if supported by your TV.

Always be courteous when playing online:

- Please do not disconnect your network connection during Online Versus Play.
- Make sure you have enough time to complete the match. Online Versus Play may take longer than a single player game.
- Play hard, play to win, play fair!

MASTER LEAGUE

Your goal in "Master League" is to win the league through strengthening your club through making the right moves on the transfer market and by nurturing up-and-coming talent on the field. Off the field, you must run your club wisely to keep your players happy and preventing them from leaving.
NOTE: Master League Team Data can be used in other modes.

Getting Started
Select "New Game" to begin your Master League career. Once the "Player Settings" have been set, you can choose your team. You have 3 choices. "Master League Original Members" where you start with an existing team, but with a set of fictional and rather mediocre players. "Match Mode Members" is similar in that you start also start with an existing team, but you have its squad at your disposal like in any other mode. The last one is "Create Custom Team" where you can create a club from scratch. After making your selection, check your list of players as you can swap them with players from the bench. once you are happy with your choice, select "OK" and move on to the "General Settings" screen.

Game Over
It will be Game Over if either of the below happens:

Your "P" Point Balance Falls Below Zero due to excessive salary payments or transfer fees
Players salaries are paid in a lump sum of "P" points on the last week of the preceding season. Watch what you can afford!!

Number of squad players falls to below 16.

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The PEGI age rating system:

Age Rating categories:
Les catégories de tranche d'âge:

Content Descriptors:
Description du contenu:

The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:
Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:
Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:
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http://www.pegi.info

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